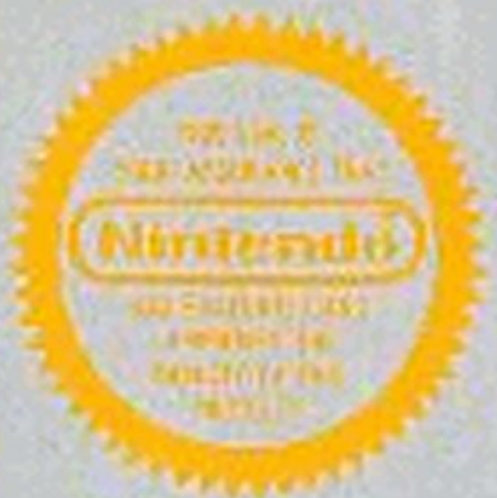
NES - ZA - USA

ZANAC

FCI™



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ZANAC STORY

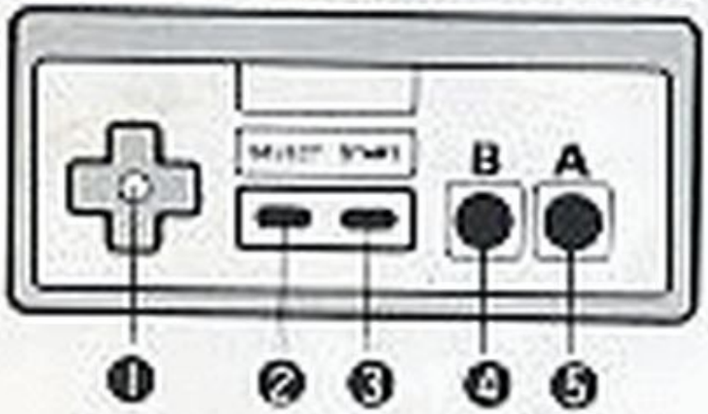
First it was probably a tiny dot. A few thousand years later, it grew gigantic enough to cover the whole universe. The system created by an organic intelligence body a long time ago was still active even after the organic intelligence body perished. The system had a purpose: giving wisdom to those who opened the icon properly, and giving punishment of ruin to those who opened it improperly.

One day, someone opened the icon improperly. The system started operation and startted attacking them. Then, they opened it properly. The icon ordered the system to suspend the attack. The system however ignored this order and became a slaughter device. The human beings who opened the icon fell into crisis. The attack from the system overwhelmed the offensive power of the human beings. When they were about to perish, there was one hope-the system is basically a strategic machine and is equpped for fighting against a multitude. If a single object confronts the system by itself, the system might not be able to cope with it effectively.

It was a risky gamble, yet it was carried out in hope of success. They produced the fighter model AFX-6502-ZANAC which took off to begin fighting alone against the system.

Name of Controller Parts and Operating Instructions

Use Controller 1 to operate your fighter.



❶ operates ZANAC
❷ push 2 and 3 at the same time to begin playing a *new* game from where the previous game ended. Only effective through area 10.
❸ starts and pauses the game.
❹ launches conventional weapons.
❺ launches special weapons.

ZANAC's AIM

The aim of the game is to operate ZANAC and destroy ALC's-the central base of the opponent's machine troop.

HOW TO PLAY

Operate ZANAC and destroy the enemy. At some fortresses, where the scroll stops, you should destroy them within the time limit exhibited on the screen. The scroll starts again when you succeed in destroying these fortresses or the time limit is over.

If you destroy objects either on the ground or in the air, various different objects emerge. If you catch them, unexpected things will happen.

ZANAC is invincible when its body flashes immediately after it emerges on the screen or it destroys power-up items.

The game consists of twelve areas. When you clear the 12th area, the screen shows the ending.

POWER PLAY FEATURE

ZANAC uses ALC(Automativ Level of Difficulty Control function)which is programmed by AI(Artificial intelligence). The strength and quantity of the enemy changes according to the pattern of attack and player's skill level. The place where the enemy appears also varies game by game. This feature is unique to ZANAC. So playing ZANAC the fastest, most advanced space game, is like playing a *new* game each time.

Exclusive Power Play feature Includes:

High repid-fire rate increases the level of difficulty relative to the player's and enemy's skill level.

Each appearance of an object in the air increases the enemy's strength.

A destruction of a fortress decreases the enemy's strength. Failure to destroy the fortress results in an increase of the enemy's strength.

These are a *few* of the *ways* in which the strength and quantity of the enemy is adjusted according to both the enemy's and player's level.

Special Weapons

ZANAC uses eight special weapons. At the beginning of the game, it uses FIRE 0. You can change the type of weapons every time you catch one of the seven power chips(indicated by numbers flashing on the screen).

You can only use one type of weapon at a time.

1 FIRE 0. . .ALL RANGE WEAPON
Fires into conrolled directions. Fires forward if not controlled.

2 FIRE 1. . .STRAIGHT CRUSHER
Shoots off slowly. Crushes enemy's weapons.

3 FIRE 2. . .FIELD SHUTTER
Shields ZANAC from the enemy's weapons. Powerless against the objects on the ground.

4 FIRE 3. . .CIRCULAR
Circulates around your fighter and destroys enemy's weapons, Powerless againt the objects on the ground.

5 FIRE 4. . .VIBRATOR
Vibrates left and right shortly after take-off. Survives sixty ememy's attacks per weapon ahot. Effective against the objects on the ground.

6 FIRE 5...REWINDER
Climbs up slowly, and decelerates as it falls. Destroys enemy's weapons. Effective against the objects on the ground.

7 FIRE 6...PLASMA FLASH
Eliminates all the enemy's weapons in the air, including power chips.

8 FIRE 7...HIGH SPEED
Hits and penetrates every enemy's weapon and object on the ground. Only can be activated for 200 seconds. The time is consumed only when you continue to press the button.

*ENEMY ERASER
Appears when you hit six icons on the ground. When you catch Enemy Eraser, you can destroy all the objects in the air.

CHARACTERS

DUSTER

Rock that is launched at a long range.

UMBER

Type 1(blue) ·····Scatters chips into seven directions.
Type 2(purple) ---Releases 2 chips.
Type 3(yellow) ---Scatters chips.

TERZA

Blasts off along 4 designed courses.
(Courses differentiated by color blue and red.)

VEYBAR

Type 1(blue) ·····Zooms down, reverses, zooms, then hits chips.
Type 2(yellow) ---Slants down, reverses, zooms, then hits chips.

LUSTER

Type 1(purple) ···Curves downward, then releases chips.
Type 2(blue) ·····Descends slowly, then releases chips, at regular intervals.
Type 3(yellow) ···Descends swinging side to side, then releases chips consecutively.

EFFINE

Type 1 ·····Emerges from the bottom of the screen.
Type 2 ·····Crosses the upper side of the screen.
Type 3 ·····Descends from the top of the screen, scattering chips.
Type 4 ·····Places a revolving defense around Effine.

LOGA

Type 1(blue) ·····Descends slowly, then releases chips, at regular intervals.
Type 2(yellow) ···Descends slowly, then releases a light bar, when it approaches ZANAC.

GIZA

Descends slowly. Will not be destroyed unless you hit it 16 times.

GOLGOS

Red GOLGOS ···Launches 3 chips at Zanac.
Blue GOLGOS ···Scatters chips.
Yellow GOLGOS··Launches 5 chips at Zanac.

DEGID

Descends slowly and attacks Zanac. from both sides.

SART (RECONNAISSANCE PLANE)

Appears suddenly, descends, stands still, then Zooms. If destroyed, the enemy's level is lowered.

Box

Destroyed if hit 5 times. Changes color at 4th attack and reveals its character. Power chips may emerge from it.

Objects On The Ground

There are various kinds of attacking objects on the ground. Many of them are composed of several different patterns. Their high resistance makes it difficult for you to destroy them with a single blow. After the destruction, another object might emerge from it. The Power Play function makes sure that the pattern is constantly changing. Fortresses launch attacks from several cores. When a fortress emerges, the scroll stops. When you destroy all the cores, the fortress explodes, and the scroll starts again.

Large–Scale Objects in The Air

Large-scale objects might emerge in the air too. They have much higher resistance compared to objects in the air. They drive back most of the weapons launched by ZANAC. Yet, an effective attack is still possible.

Techniques For a ZANAC Victory

USE SPECIAL WEAPONS

There are 8 kinds of special weapons. Use them effectively. Special weapons increase the power by hitting chips with identical numbers.

INCREASE THE POWER OF CONVENTIONAL WEAPONS

Increase the power of conventional weapons by using power chips that chips that

emerge from opening BOXES.

AVOID WASTING WEAPONS

The more weapons your ZANAC launches, the higher the enemy's level increases. Avoid wasting weapons and hit the enemy with a single blow.

REMEMBER THE ATTACKING PATTERN BY THE ENEMY

ZANAC meets enemies that emerge under different situations. Yet, the attacking pattern of each emerging enemy remains the same. Remember the enemy and its own attacking pattern. Some enemies emerge from certain places. Remember these places.

Secrets

Find out other methods of one-up other than scoring points.
Find secret passages which will lead ZANAC to a more advanced area.
Find a way to increase the special weapon's power to a maximum level all at once.
Try your luck helping ZANAC escape from the evil system.

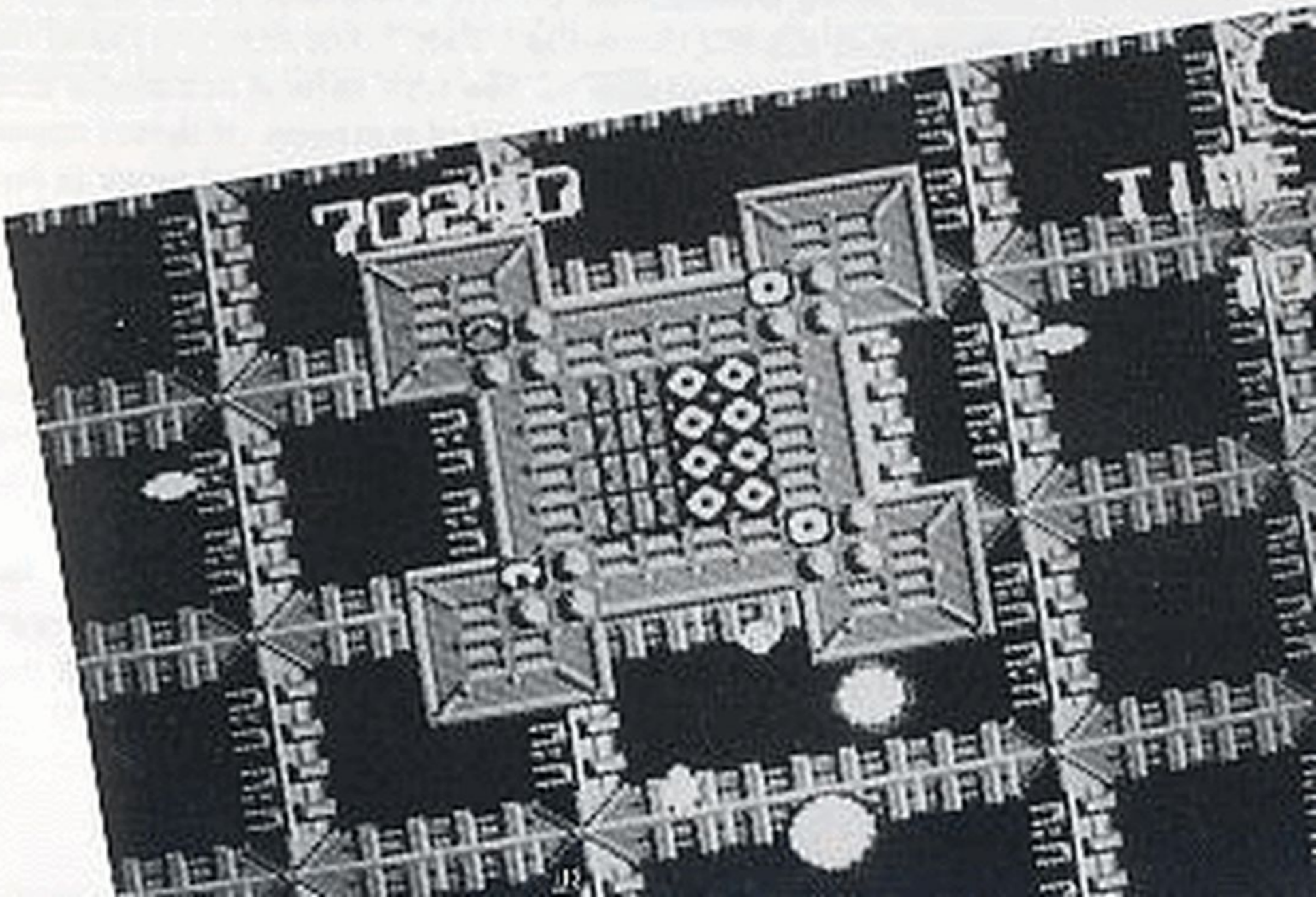
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient receiving antenna
Relocate the NES with respect to the receiver.
Move the NES away from the receiver
Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV interference problems.
This booklet is available from the U.S. Government Printing Office, Washington, D. C. 20402, stock No 004-000-00345-4.



☆ 90-Day Limited Warranty F.C.I.Game Paks ☆

90-Day Limited Warranty

Fujisankei Communications International, Inc.(F.C.I.)warrants to the original consumer purchaser that this FCI Game Pak("PAK")(not including Game Pak Accessories or Robot Accessories)shall be free from defects in material and workmanship for a period of 90 days from date of purchese. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the PAK, at its option, free of change.

To receive this warranty service

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the FCI Consumer Service Department of the problem requiring warranty service by calling:Outside New York State(800)255-1431 or inside New York State(212)753-1911. Our Consumer service Department is in operation from 9 : 30 A.M. to 5 : 30 P.M. Eastern Time, Monday through Friday.
3. If the FCI service technician is unable tp solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packing of you defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of - purchase within 90-day warranty period to:

Fujisankei Communications International, inc.
645 Fifth Ave. 18th Floor, New York, N.Y. 10022

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by the other causes unrelated to defective materials or workmanship.

Warranty Limitations:

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